

## **Puzzle Lock Mini Game**

When the party encounters a puzzle lock (or puzzle in general), instead of formulating a complex puzzle to solve, this method provides a quick and fun alternative.

To solve the puzzle and open the lock, the PC must roll target numbers in an allotted amount of rolls. The GM will choose the numbers to roll, the amount of rolls and the dice type.

Ex.

The PCs discover a chest with an odd series of sliding gem stones on top. To open the chest the gems must be aligned a certain way. The GM says that to open the chest a player gets 6 rolls to roll a 1, 3, 5 and 6 on a d6, and they have 7 rolls to get all four.

### **Aid/Intelligence**

A player may add his Int. modifier to the number of rolls they get. Furthermore, up to 2 others may aid him, granting additional rolls based on their Int. modifiers.

### **Additional Rules** (Up to the GM)

Each player may either aid or roll, but not both.

Any pertinent skill bonuses may be added to # of rolls. (ex. A rogue's open lock skill)

Can be used for traps as well.